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1 to 2 Players | Memory Card 1-3 blocks | Analog Control Compatible | Vibration Function Compatible

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RALLY CROSS 2

989 STUDIOS

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INTRODUCTION

Rally Cross 2 is an off-road racing game of control and lightning speed. In this exciting action-packed sequel, you can rip through all new treacherous terrain including asphalt, dirt, sand, gravel, water, mud, snow and ice. Choose from one of ten all new rally style cars and trucks, then pave your own road by modifying the rally cars for optimum speed and handling. You can even run yourself ragged on a custom course you create by using the game's Track Editor. Rally style racing, improved rally car handling and control, and several thrilling play modes guarantee you hard-core competitive fun in the race for the Rally Cross 2 World Championship.

PLAYING THE GAME

Maximize your car's ability by mastering the following controls. See the controller diagram on page 3. Also, refer to Setting Up The Game on page 12.

Intro Camera

Each race begins with an intro-cam flyby. You can cancel the intro-cam once it begins by double-tapping the ⊗ button.

Game Controls

Throttle	⊗
Brake	■ (reverse w/auto gearbox)
Rear View	△
Hand Brake	○
Shift Down/Reverse (w/manual gearbox)	L1
Shift Up	R1
Rock Left	L2
Rock Right	R2
Turn Left/Right	D-pad Left/Right
Pause/Options	START
Change Camera	SELECT

In Analog Mode:

Left Stick	Steers Right/Left
Right Stick	Not Used
Throttle	⊗

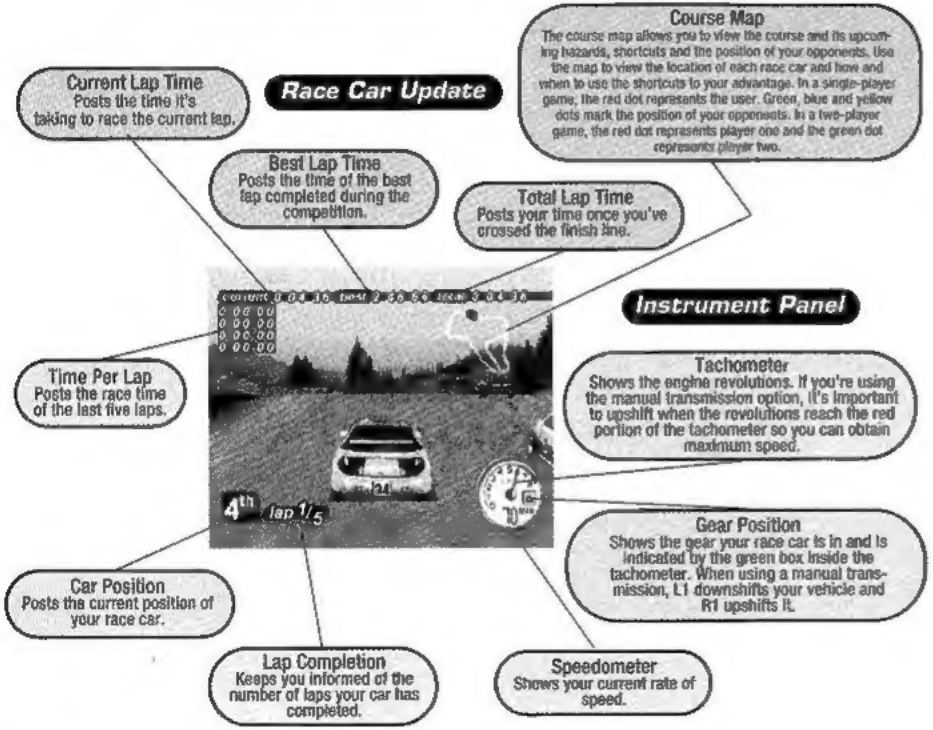
Instant Replay Controls

Use the following controls while viewing instant replay.

Switches View To Another Car	L2 / R2
Slow Motion	Left D-pad
Fast Replay	Right D-pad
Pause Replay	Down D-pad
Exit Replay	⊗
Stationary Camera	△

GAME SCREEN

The game screen consists of the following components:



Race Standings

When a season race is completed, race standings are shown with the finishing position and time of cars in the race.

- Press the ⊗ button to exit this screen.

Course Record

If your car finished the race with a course record, enter your name as the course record holder.

- D-pad Down/Up, Left/Right to enter your racing name and press the ⊗ button to exit the screen.

Season Standings

Season standings are shown at the end of each season race. Standings are based on the total number of points received for each finished race. See Scoring for more information on points received for finishing position. Your goal is to finish the season with the highest point total among the racing field.

Save Record Times

If your car finished the race with a course record, you can save your record time to a Memory Card.

- Insert the Memory Card, D-pad Down/Up to Yes or No and press the ⊗ button.
- To save a record, choose an open slot on the Memory Card and press the ⊗ button.
- When the record has been saved successfully, press the ⊗ button to exit the screen.

Save Season

At the end of a season race, you will have the opportunity to save the current season to a Memory Card.

- Insert a Memory Card, D-pad Down/Up to Yes or No and press the ⊗ button.
- To save a season, choose an open slot from the Memory Card and press the ⊗ button.

If you plan to overwrite a previously saved season:

- D-pad Down/Up to Yes and press the ⊗ button.
- Choose Yes again to overwrite the file.
- When the new season is saved, press the ⊗ button to exit the screen.

Continue Season

At the end of each season race, choose whether to continue racing or end the season competition.

- D-pad Down/Up to Yes or No and press the ⊗ button.

Scoring

In a season competition, the object is to finish the season with the most points. To receive points for a race, you must complete the race in the first, second or third position. At the end of the season, if you have obtained the most points, you will be recognized as the Rally Cross 2 World Champion.

First Place	100 points
Second Place	50 points
Third Place	25 points
Fourth Place	0 points

Pause Menu

During the course of the race, you can press the Start button to pause the action and choose from the following menu items:

Resume

When you have completed altering the menu options, choose Resume and press ⊗ to return to the race in progress.

Camera

Selecting Camera allows you to dictate the location of the camera and how the race is viewed. Press ⊗ and choose from the following options:

- In Car will give you a view of the race from the driver's seat.
- Normal, Chase and Far will give you a view of the race at different distances from behind your race car.

Display

Selecting Display lets you modify the Radar and Laps game displays.

- Turn your track radar ON or OFF by using the D-pad Left/Right buttons then press ⊗ to select.
- You can adjust the Laps display so you see all lap times or just the current one. Use the D-pad Left/Right to highlight your choice then press ⊗ to select.

Audio

Adjust the Sound and Music volume of the race by using the D-pad Left/Right.

Shock

Adjust the Dual Shock™ Analog Controller with the D-pad Left/Right. You can turn the A motor (engine) ON/OFF and the B motor (collision) ON/OFF.

Restart

Selecting Restart will bring up the Confirm Restart Menu. Select Yes to restart the race or No to continue. You can not restart a race in season mode.

Quit

Selecting Quit will bring up the Confirm Quit Menu. Select Yes to quit the race or No to continue.

SETTING UP THE GAME

From each menu, use the D-pad to highlight the menu options. Use the Select ⊗ button to accept your menu choice and bring up the next menu. Use the Back △ button to return to the previous menu.

Player Menu

To play a game involving more than one player, you need the appropriate equipment. In a Two-Player game, the player using the left controller of the PlayStation® game console is player one. When the game begins, player one is shown racing on the top portion of the screen. Player two is shown racing on the bottom.

GameType Menu

Choose between Single Race, Season, Time Trial or Practice play modes.

Single Race

Use Single Race to learn how to play Rally Cross 2. Get a feel for how the vehicles perform on the available race tracks. See the Courses section for details on selecting a track. Before selecting Single Race:

- D-pad Down/Up to Options and set up the control codes for each controller. See the Options section on pg. 19 for further details.

Season

Use this menu option to start a new season or continue a previously saved season. Before selecting Season:

- D-pad Down/Up to Options and set up your race from the Controller Menus. Press the ⊗ button to return to the Options Menu.

New Season

During the season, the track selection and version of the course are predetermined. As a rookie, you only have access to the Construction Zone, Switchyard and Black Forest tracks. Win a rookie season and the Dry Valley, Rocky Pass and County Air tracks will be added. Win a veteran season to add the Refinery and RC Stadium tracks. Win a pro season to add the Jungle and Oasis tracks.

At the rookie level, a new season is a six race competition. At the veteran level, a season is nine races. At the pro level, a season is thirteen races. As the season progresses, each racer is ranked based on the point totals obtained from his/her finishing position. The goal is to have the most points at the end of the season.

Load Season

Resume a season at the next scheduled race. To use the Load Season option, you must have already started a season and saved the season results to a Memory Card. To load a season:

- Insert a Memory Card, D-pad Down/Up to Load Season and press the ⊗ button.
- Choose the season file you want to continue and press the ⊗ button.

Time Trial

Use Time Trial to compete in a race against the clock. Complete the race in the fastest time possible.

Practice

Use Practice to become familiar with the rally car's handling and the different tracks.

Race Mode

D-pad Down/Up and press the ⊗ button to choose from one of the following Lap options to add yet another competitive dimension to the race. Making this selection will bring up the Player Level Menu.

- Normal allows you to race five laps in the same direction against three other cars. This will enhance your racing ability and prepare you for two-player games.
- Head On allows you to race head on with the competition. This race features another car on the track racing in the opposite direction.
- Suicide allows you to race head on into three competitive race cars. Since the competition is traveling in the opposite direction of your race car, you have the possibility of multiple head on and broadside collisions.

- D-pad Down/Up to your choice and press the ⊗ button.

Player Level

After selecting your race mode option, choose the rookie player level. In order to compete at the veteran level, you must first win a season at the rookie level. To race at the pro level, you must first master the rookie and veteran skill levels.

The rookie and veteran levels have their share of difficulty and excitement, but the real challenge comes from a vigorous test of wills on the pro level.

At the rookie level, you can choose from three cars and three tracks. From the veteran level, you can choose from six cars and six tracks. From the pro level, you can choose from eight cars and all tracks. Win a pro season and unlock two more cars and two more tracks.

- D-pad Down/Up to the player level suitable for your current skills and press the ⊗ button. Making this selection will bring up the Track Menu.

Track

The Track Menu gives you the opportunity to select from eight different race tracks.

- D-pad Down/Up to view the tracks available for racing. The Construction Zone, Switchyard and Black Forest tracks are available at the rookie level. The Dry Valley, Rocky Pass, County Airport, Refinery and RC Stadium tracks are added as you complete rookie and veteran seasons.
- Press the ⊗ button to choose a track for the race. Making this selection will bring up the Forward/Reverse Menu.

Forward/Reverse

This option provides yet another way to challenge yourself during the course of the race. D-pad Down/Up and press the ⊗ button to choose from one of the following direction options:

- Forward racing points your race car in the conventional direction and allows you to race in a counter-clockwise manner.
- Reverse racing points your race car in the opposite direction that you're accustomed to and allows you to race on the track in a clockwise manner. Making this selection will bring up the Vehicle Selection Menu.

Vehicle Selection

Depending on your player level, you can choose from a total of ten rally cross vehicles (seven cars and three trucks). At the rookie level, you will only have access to three cars. After winning a rookie season, three cars will be added for a veteran season. After winning a veteran season, two cars will be added for a pro season. After winning a pro season, two more cars will be added.

- D-pad Down/Up to the car of choice and press the ⊗ button. Making this selection will bring up the Car Set-Up Menu.

Car Set-Up Menu

After you select your vehicle, you have the opportunity to set up your rally car by adjusting the Shocks, Steering, Brakes, Ratios, Gearbox and Tires. By selecting Paint from the Options Menu, you can also adjust your vehicle's body and detail colors. Toggle through the options and press the ⊗ button to accept the chosen feature.

Paint

Change the paint and detail color by moving the crosshairs inside the paintbox with the D-pad Left/Right. The color change will update the car in real time. Choose the saturation level of the color with the D-pad Up/Down. Choose the brightness of the selected color with R1/R2. Press the ⊗ button to confirm your selection. The ■ button will reset the paintbox to the default colors of the current car.

Shocks

Set the dampening rate of you shocks from soft to hard. Softer suspension settings will absorb rough terrain better, but will lose some speed when bottoming out on hard landings. Harder dampening rates are not as smooth on rough ground, but don't lose much speed due to bottoming out.

Steering

Adjust the sensitivity of the steering from slow to fast according to your driving style and track selection.

Brakes

Shift the brake bias from front to back. Setting the bias towards the rear will result in more oversteer under hard braking—this gives your car a loose feeling. Setting the bias towards the front will result in the front of the car pushing under hard braking—this understeer gives your car a tighter feeling.

Ratios

Change the gearbox ratios to suit a particular course. Lower settings will provide quicker acceleration, while higher settings will increase top end speed.

Gearbox

This feature allows you to choose the type of transmission for your race car. D-pad Left/Right and press the ⊗ button to choose from one of the following transmission options:

- An Automatic transmission will automatically shift your race car from first through sixth gear. This will allow you to concentrate on other fundamentals of the race.
- A Manual transmission adds the challenge of manually shifting your car's gears as you race for first place. L1 downshifts your vehicle and R1 upshifts it.

Tires

Choose between four different tire types according to the terrain. D-pad Left/Right to select between All Purpose, Off-Road, Snow and Slick tires. Press ⊗ to confirm your selection.

Options

The Options Menu enables you to further customize your Rally Cross 2 race. After selecting Options, press the ⊗ button to bring up the Audio, Controller, Camera and Save Menus.

Audio

Allows you to adjust the Music and Sound volume.

Controller

Selecting Controller 1 or 2 will bring up the following options for setting up your race:

Config

Config allows you to adjust the location of your controller's control codes.

- Use L1/R1 to toggle between four control code sets. Choose one then press the ⊗ button. D-pad Up/Down to select Analog/Dual Shock options.
- Press the ⊗ button to return to the GameType Menu.

Max Steer

Adjustable steering wheel ranges for analog controllers (does not apply to Dual Shock).

Dead Zone

Adjustable steering wheel play for analog controllers (does not apply to Dual Shock).

Max Gas

Adjustable gas pedal (button) sensitivity for analog controllers (does not apply to Dual Shock).

Max Brake

Adjustable brake pedal (button) sensitivity for analog controllers.

Dual Shock

Allows you to turn the two vibration motors in the Dual Shock™Analog Controller ON/OFF. Motor 1 is engine and motor 2 is collision.

Camera View

Allows you to choose between In Car, Normal, Chase and Far camera views.

Save Options

Saves your selected options to a Memory Card.

Track Editor

At the Track Editor Menu, you can choose to Create Track, Edit Track, Load Track, Save Track or Race Track.

Create Track

For a completely customized racing experience, you can create your own track by combining seventeen different features, including creeks, small hills, single

jumps, double jumps, mud pits, bridges, 90-degree turns and many more.

- Use the D-pad buttons to select the grid square where you want to add your track piece.
- Use the R1 and R2 buttons to select your track piece and the ⊗ paste button to add the piece into the course grid.
- Use the ● copy button to copy a track piece from the course grid. After you've copied a piece, use the D-pad buttons to move to the grid square where you want the piece added. Use the ⊗ paste button to put your piece in place.
- Use the ■ delete button to erase a piece.
- Use the L1 button to rotate pieces clockwise and the L2 button to rotate pieces counter-clockwise.
- Use the Start button once you have finished creating your custom track. This will return you to the main Track Editor Menu so you can save your course.
- Use the ▲ button to change the theme of the track. Choose between Black Forest, Rocky Pass or Dry Valley texture sets.
- Use the Select button to quit the Track Editor.

Edit Track

Allows you to edit customized tracks you've already created.

Load Track

Loads a saved track from the Memory Card so you can race it.

Save Track

Saves a created track to your Memory Card. Make sure you have inserted a Memory Card into your PlayStation before you attempt to Save.

Race Track

Race the track you have just created.